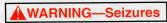


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Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

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Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1 Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
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- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour

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Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour even if you don't think you need it.
- · If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again. If you continue to have sore hands, wrists or arms during or after play, stop

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Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

playing and see a doctor

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TABLE OF CONTENTS

Getting Started	.2
Controls	.3
Main Menu	.5
Options Menu	.6



N. Yo		
	VIII	

Playing A Game	 		.7
Challenge Mode	 	ī	13
Password Screen	 	 ī	13
Limited Warranty	 	1	14

GETTING STARTED

- Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- Insert the Game Pak of Hot Wheels™ Velocity X into the slot on the Game Boy® Advance.
 To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.



CONTROLS

Basic Controls

Button	Description
Control Pad Left/Right/Up/Down	Steering
A Button	Acceleration
B Button	Brake
L Button	Change Gadgets
R Button	Activates Gadgets
START	Activates Pause Menu
SELECT	Quits Mission at Pause Menu

Advanced Controls

Action	Button Combination	Description
Turbo	A Button + A Button	Tap the acceleration twice quickly to get a short burst of speed. This will use a small amount of energy every time you activate Turbo.
Quick Stop	B Button + B Button	Tap the B Button twice quickly to come to a grinding halt.

You must press one of these button combinations while on a jump to activate a Stunt.

Stunt Controls

Action	Description
Power Roll	Basic Stunt - 30 Points
Flame Flip	Basic Stunt - 35 Points
Shock Spin	Basic Stunt - 35 Points
Purple Power Roll	Advanced Stunt - 50 Points
Blue Lightning Twist	Advanced Stunt - 50 Points
Fireball Flip	Advanced Stunt - 60 Points
Ultra Power Roll	Advanced Stunt - 70 Points
Ultra Shock Spin	Extreme Stunt - 75 Points
Ultra Fireball Flip	Extreme Stunt - 80 Points
	Power Roll Flame Flip Shock Spin Purple Power Roll Blue Lightning Twist Fireball Flip Ultra Power Roll Ultra Shock Spin

MAIN MENU

All of the game modes and options can be accessed from the Main Menu. Press UP/DOWN on the Control Pad to highlight an option, then press the A Button to confirm. Press the B Button to return to the Main Menu from any of the mode screens.

- Story Mode This is the main one player game. This mode sets up each level with mission
 objectives by giving some story information. New vehicles become unlocked by successfully
 completing missions in the Story Mode.
- Race Mode Race against up to eight cars. Choose the course, the number of laps and the difficulty.
- Challenge Test yourself to the extreme in two challenging modes: Battle Challenge and Tag! Also unlocks the cars with Victory. See page 13 for more information.



- **Password** Input passwords to continue game levels. See page 13 for more information.
- Database View details about cars, gadgets, stunts and characters.
- Options Customise the game's sound, music, and control settings. See page 6 for more information.

OPTIONS MENU

Press UP/DOWN on the Control Pad to highlight an option. Press LEFT/RIGHT on the Control Pad to toggle through the choices. When done, press the B Button to return to the Main Menu.

- Sound Test Listen to each sound effect used in Hot Wheels™ Velocity X. Use the Control
 Pad LEFT/RIGHT to choose the sound effect (0-48), then press the A Button to listen to it.
 This works best with the music turned off.
- Music Test Listen to each racing song. Use the Control Pad LEFT/RIGHT to choose a song (0-5), press the A Button to hear the tune.
- Sound Toggle the in-game sound effects ON or OFF.
- Music Toggle the in-game music ON or OFF.
- Control Use the Control Pad LEFT/RIGHT to choose Beginner or Advanced.

Note: The Nintendo GameCube connectivity feature has been disabled for this version.



PLAYING A GAME

Story Screens:

Story screens provide details about the current mission objectives. Press the A Button to go to the next story screen. Press START to skip story screens and instantly begin the next mission.



Pick A Car Screen:

Press LEFT/RIGHT on the Control Pad to scroll through available Hot Wheels® vehicles. Different vehicles have different strengths.

- · Speed Determines how fast your car can go!
- · Armour The more armour you have, the more enemy attacks you can survive.
- · Acceleration Weave through traffic with ease with a high acceleration rating.
- Traction Take tight corners at high speeds with a high traction rating.



The ratings range from 1 to 5 (5 being the strongest) and indicate each car's strengths and weaknesses. Confirm your selection by pressing the A Button. There are 30 different Hot Wheels® vehicles to choose from. Try to unlock them all!

Helper Arrow:

In each race, a red helper arrow indicates the right direction to complete missions. If you get lost or don't know what to do, just follow the arrow!

Points:

Points are awarded for doing stunts and eliminating enemies. Certain missions require you to get a minimum point total in order to complete them.



The Game Screen:

- Gadget Meter The lower-left display shows your Gadget Meter. Your currently selected
 Gadget is shown in the circle. The top blue line shows your total Gadget Energy. Before
 equipped gadgets can be used, the Gadget Meter must be charged. Charge up the Gadget
 Meter by successfully completing stunts.
- Health Meter The bottom orange line in the lower-left display shows your current health.
 Each time your car takes damage, the orange line will grow smaller.
- Mission Meter The lower-right display is your Mission Meter. You can view the number
 of laps, race position, time elapsed, and tasks completed here. This changes with every
 mission as needed.

There are five unique environments in which you must accomplish multiple objectives, and a final environment in where you must defeat Otto and MetaCog, the end boss characters. Each level is unlocked successively as part of the story. Once unlocked, you can then retry the mission or try the other game play modes.

Each level is set up so that only certain areas are accessible during different missions. Levels open up as each mission is successfully completed, but some missions may restrict you to a certain area.

Stunts:

Performing stunts allows you to charge your Gadget Meter and turbo booster. Points are awarded for each successful stunt.

As your vehicle goes over a jump, use the L and R Buttons in combination with the A and B Buttons for special stunts.

- Power Roll L Button.
- Flame Flip R Button.
- Shock Spin B Button.
- Purple Power Roll L Button + B Button.
- Blue Lightning Twist L Button + R Button.
- Fireball Flip R Button + B Button.



- Ultra Power Roll L Button + A Button + B Button.
- **Ultra Shock Spin** R Button + A Button + B Button.
- Ultra Fireball Flip L Button + R Button + A Button + B Button.

Gadgets:

Gadgets that are picked up can be used within each mission. Run over a new gadget to add it to your arsenal. Press the L Button to change the selected gadget.

- Shocker Fries your enemy with 100,000 volts.
- Zapper A minimally damaging energy pulse weapon.
- Energy Shield Temporarily increases shielding.
 - Repair Kit Restores your Hot Wheels vehicle to full power.
- Super Grip Gives great grip on ice and sand surfaces.
- Oil Slick Slippery stuff that makes enemies slide.
- Wave Shot An energy weapon that spreads out.



Seeker - A smart weapon that seeks out nearest enemy.



Bear Trap - Trap weapon you leave on the road.



Freezer - Freezes your enemy in place.

Before equipped gadgets can be used, the Gadget Meter must be charged. The Gadget Meter is automatically charged when a new gadget is picked up. When depleted, charge the Gadget Meter by performing stunts. Use the R Button to use the selected gadget. Use the L Button to change between currently equipped gadgets.

Combat:

Combat consists of out-racing, outmanoeuvring, and damaging enemy vehicles. It is up to you to decide how each enemy meets his end. Attacks range from shooting enemies off the road to laying traps as you race to complete a mission. But, combat is not always about attacking. Energy shields and speed bursts come in handy when defending or making a hasty exit.

Unlocking Vehicles and Gadgets:

As you complete missions in Story Mode and Challenge Mode, you will unlock new Hot Wheels® cars. New cars will provide you with better speed and handling. You can also unlock advanced Gadgets by completing the Battle Challenge levels. The Gadgets will become available to use in Story Mode.

Pause Menu:

GAME PAUSED

Press Select to Quit Mission
OBJECTIVE

Press START during a game to pause the game. At the Pause Menu, Press START to return to the game, or press SELECT to quit the mission and return to the Select Mission Screen. The Pause Menu also shows your current mission objectives.

Mission Complete Screen:

After completing a mission, this screen shows your score, elapsed time and gives you a password to return to the current level. Press the A Button to return to the Select Mission Screen and progress to the next mission.



MISSION FAILED!!! SCORE: 0 TIME: 0:00.0

Mission Failed Screen:

When the mission has failed, this screen shows your score, elapsed time and gives you a password to return to the current level. Press the A Button to return to the Select Mission Screen.

CHALLENGE MODE

Select CHALLENGE from the Main Menu to view the Challenge Mode Screen. Press LEFT/RIGHT on the Control Pad to toggle through the difficulty levels (1-5). Press UP/DOWN on the Control Pad to highlight the BATTLE or TAG! option, then press the A Button to confirm and select your vehicle. Press the B Button to exit Challenge Mode and return to the Main Menu.



- Battle The ultimate demolition derby! Destroy all challengers before they destroy you in the time allowed. Advanced Gadgets can be unlocked in this game mode.
- Tag Tag around the track! Tag all challengers and don't let them tag you back in the time allowed.

PASSWORD SCREEN

Input your password to return to previously played game levels.



Use the Control Pad to highlight numbers on the password keypad. Press the A Button to select a number. Press the B Button to erase a number. When you've entered your password, press the A Button to go back to the Main Menu and continue your adventures! Press the B Button repeatedly to erase numbers and return to the Main Menu.

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And while we're on the subject, keep your stunts fresh. If you repeat the same stunt more than twice in a row, then everyone knows you are totally stale, meaning no bonus (and no power) for you at all.

(which you can use for a Mitrox? Boost or a Pick-up later!).

To perform a stunt, hold down a direction on your **Control Pad** as you go over a jump ramp. Keep that button down while

ramp. Keep that button down while you're in the air to keep the car rotating. The car will perform a different stunt depending on which button on the **Control Pad** that's held down. If you managed to catch only a little air on your jump, stick with one rotation. However, I were lucky enough to catch big air,

if you were lucky enough to catch big air, you might be able to do two or even three rotations in a single jump. With that much air, you can also use the **R** Button to modify the stunt when you hit the ramp.

	Points	Position
	S	1st
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	7	414
	ı	415
		E CONTRACTOR

If you fail to earn enough points to keep going (or if you think you can do better), then select the Retry option from the Pause menu. Be careful, though - in each league you only get 3 Retries and that's it.

The Stunts

What's racing without some extreme stunts?
Performing extreme flips and twists in your car
not only looks cool but also fills your Power bar

experience in the League Mode. You start in the Rookie League and then take part in a series of grueling races set on the twisting tracks of the World RaceTM circuit. By winning, you will work your way through the Veteran and Elite leagues, as well to the Ultimate Championship and mastery of the World RaceTM. It also unlocks a number of of the World RaceTM. It also unlocks a number of new tracks, which can be played in the Quick Race and Time Trial modes as well.



Every race in
League Mode has a
points requirement if you earn enough
points you can
continue in the league
continue in the league

you place in the race:

over for you. Points are earned by how

for as long as the L Button is held down or until the power bar (on the top left side of your screen) reads empty.



The Circuits

You've got the speed but now you've got to select somewhere to go. Get ready for some of the most extreme tracks you've ever seen.

While you are testing out your need for speed, keep an eye out for Boost Pads. These inventions of the strange Dr. Tezla will give your car a sudden burst of speed. Be careful

though-hitting some of these beauties could send your car hurtling straight into walls!



The World RaceTM event - proving who is the best of the best - is here for you to



what the top speed is when the car isn't boosting on Nitrox².

Acceleration: Sometimes being the first is being the best.

The higher this value is, the faster the car is off the line.

This is also really useful when you're recovering from crashes and powering out of sharp turns.

important, but it is needed for negotiating corners and avoiding crashes.

Once you've got your car chosen, there's one feature every driver has to know about-Nitrox² Boosting. Every car has them and y're essential for racing. It you

they're essential for racing. If you haven't gotten a pickup then you can trigger a Nitrox 2 Boost by hitting the ${\bf L}$ Button. This will give your car a turbo boost

THEGAME

your track then go, go, go! always the same-choose your car, pick Challenge, the beginning of the game is From Quick Race to Time Trial to League



The Cars

Speed: It's pretty simple-the higher of their engine. they handle the track and the power different categories that cover how each car unique? There are three other racer on the track. What makes Looking for the best car? So is every

the speed the better. This tells you

League: Here's where the elite end up - the World RaceTM circuit. Challenge after challenge, may the best racer win.

Options: This gives you the opportunity to adjust the Sound FX or Music to your liking. You can also check out the credits if you want, and see the speed demons that created this game.

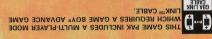
Password: Every time you unlock something new, you get a password. Enter your password to open up new levels or cars.

On the Game Select screen, you have the following selections to choose from. Use the **Control Pad** to scroll through the selections, the **A** Button to make the selection and the **B** Button to back out.

Quick Race: Quick Race gets you straight in the action. Get ready for the race of your life against five other opponents.

Multiplayer: With a Game Boy[®] Advance Game LinkTM cable you can sync up your Game Boy[®] Advance with three of your friends and let them find out who's really the master of the track.

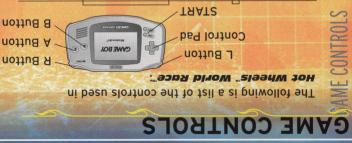
Time Trial: Competing against others not your style? How about a quick race against an opponent? If you beat the car you race against, it will be unlocked on the car select screen.



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Control Pad

The following is a list of the controls used in



R Button	Handbrake or Stunt Modifier.
r Button	Activate Nitrox ² Boost or Pick-up.
B Button	Вгаке / Reverse
A Button	Accelerate
	the Race, Retry, or Quit to Menu)
TAATE	Pause the game. (Where you can Continue
Control	FIIGCI

Steering or Stunts (while in the air)

Z. Never Insert or remove a Game Pak when the power is on. Insert the Game Pak of HOt Wheels™ World Race™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

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TABLE OF CONTENTS

	and the second
The Stunts	φι
туе геадие	80
The Circuit	80 '
The Cars	90
Playing the Game	90
Getting Started	40
Game Controls	03
Setup	20
SECTION	PAGE

PG I ABO

